

All-New Format!

GOLD RUSH!™

INCLUDES COMPLETE WALK-THRU

INCLUDES ALL AREA MAPS

LIST AND LOCATION OF ALL OBJECTS

ALL SOLUTIONS REVEALED

**HIDDEN ROOMS, LOCATIONS AND
CHARACTERS YOU MAY NOT
HAVE ENCOUNTERED**

THE PERFECT GAME ACCESSORY



GOLD RUSH!™

HINT BOOK



SIERRA ON-LINE, INC. • COARSEGOLD, CA 93614 • (209) 683-6858

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INTRODUCTION

Howdy! We hope you are having a great time stepping back more than a century to experience a truly great western adventure! The goal of "Gold Rush!" is to re-create the thrill and challenge of risking everything to travel to the other side of the continent in search of riches. As the main character of this game you have become one of a special breed who was stricken with the incurable disease of "gold fever." Sometimes perseverance, thought, and even a touch of luck will be enough to get you through some difficult situations, but not always.

How to use a hint book

The whole point of playing "Gold Rush!" is to discover its puzzles and the solutions to them. The game has a definite sequence of events, and if you do not accomplish certain things before moving on, often you will simply miss out on points that would have been added to your score. This hint book was created to help you discover the solutions to those areas that you can't seem to get quite right. The hints in this book progress from being mildly helpful to telling the answer outright. When you get stumped, look in this book for a question that is closest to your problem. Read the answers in sequence by placing the red window card over the desired answer, reading only those hints that you really need. If you have a problem that isn't covered in the following pages, feel free to contact Sierra's 24 Hour Hint Line at (209) 683-6858.

How NOT to use a hint book

Do not go through this book reading hint after hint. Read only those hints that are absolutely necessary, and as few of those as you can. We have purposefully made the questions to the hints rather vague so as not to give any clues away. The questions do progress with the game, however, so when you really need a clue you should be able to find it. Also, don't think that every question is real. Along with the legitimate questions you will find some fakes, so don't assume that every question you see in this book has something to do with the game!

After you have finished "Gold Rush!"

After you have finished "Gold Rush!" once, don't quit playing—two other games still await you! There are three routes to California, so to experience everything that this game has to offer, you will have to play it three times. After you have REALLY completed "Gold Rush!" take a look at the back section of this book, titled "After the End of the Game." That information will help you as you play the game through again with the goal of obtaining the maximum score possible (255 points). But be very cautious using that section, since it will ruin the game if you use it too soon!

Thank you for purchasing "Gold Rush!"—best wishes in your search for the mother lode!

Doug and Carol MacNeill

GENERAL

What's going on here?! I just seem to wander around without accomplishing anything.

I keep making mistakes that lead to my death. Am I the only one who has this problem, and do I always have to start over from the beginning?

I keep making mistakes that lead to my death. Am I the only one who has this problem, and do I always have to start over from the beginning?

This game is too slow! This game is too fast!

I left my computer for a few minutes, and when I came back things were not the same!

I can't remember all the keys!

I can't remember all the keys!

How do I "look at" the objects that I'm carrying?

I "look" at certain objects but don't seem to get enough information.

I "look" at certain objects but don't seem to get enough information.

IN BROOKLYN HEIGHTS

What a boring place! I don't seem to have any purpose here.

Isn't there someplace I can call my own? Life on the streets isn't all it's cracked up to be!

Isn't there someplace I can call my own? Life on the streets isn't all it's cracked up to be!

I'm looking around in a house, and something about the desk in the corner bothers me.

I'm looking around in a house, and something about the desk in the corner bothers me.

I've found a family album, but what is so special about it?

I've found a family album, but what is so special about it?

Start over by re-booting the game and pay careful attention to the banner screens. They will give you some background on the game.

Type "look" in each scene and read the message. Then "look at" more specific items. "Look at" things a lot!

Take note of information given about Jerrod's past so you will know a clue when you see one!

Talk to people wherever possible and find objects you can take with you to use later.

Computer games aren't easy to win. If they were, you wouldn't feel so satisfied when you complete one successfully.

Adventure games are designed to be saved and restored. Be sure to "save" your game as you make progress so you will not have to start over at the beginning if you make a mistake.

Look on your reference card for instructions on how to "save" a game on your particular computer.

On some computers, you can type "slow," "normal," or "fast," to change speeds. (See the reference card for your computer.) Scenes with a lot of animation may run at "normal" speed even in "fast" mode.

Press the Pause key to make time stand still and when you return to the game it will be as if you never left!

Just remember: no Help key—pressing it will show you all the others. (See your reference card for the specific key on your computer.)

Just type "look" and the object you wish to see.

Looking at something will give you an idea of its appearance. If what you are looking at has words on it try reading it also, by typing "read" and the item you wish to read.

Perhaps you are not doing everything you could.

Look around at all the shops and offices.

Do the things that people do in a routine day.

Go to work, talk to your neighbors, check your post office box, go to the bank, visit the park and the cemetery.

You didn't start the game empty-handed. Check your inventory to see what you are carrying.

Check the gates in the residential district.

Use your key to unlock the gate and door of your house.

Your house is the yellow one at 10 Front Street.

Do you think there is something you need to look at in the roll-top desk? Your bank statement isn't in the usual place or it wouldn't be so hard to find.

This is odd. usually you keep your desk all closed up.

Close the top on the roll-top desk.

Your bank statement has been stuck in the slats.

Seeing pictures of this family should bring back many memories! What has become of your family?

What is the point of picking flowers in the park?

The gazebo is pretty, but should I spend any time there?

I was strolling in the park, when a cop came and gave me a ticket.

The new warehouse is nice, but warehouses don't interest me.

Should I pay attention to the man loitering outside the post office?

I can't get any service at the post office!

I have read my mail, but it doesn't say much. I think I am missing the point.

I understand the letter, but how am I supposed to know where to start looking?

Why is the letter sender being so secretive?

The album reminds you of a friend who has been a great help to you in the past.

There is a photograph of your entire family, together!
Take the family photo from the album and look at it.

Bouquets are lovely in places that need a more cheerful look.
The cemetery could certainly use some flowers.
You have loved ones buried in the cemetery.
Put the flowers on the graves of Marshall and Martha Wilson.

Yes, sometimes the little things in life are important.
You've been here before, but look at everything again carefully.
Look between the cracks in the floor from different places in the gazebo.
Near the center of the gazebo you will see a gold coin through the cracks. Get the coin.

Can't you read the signs?

Have you been inside and looked around?
If you've seen one warehouse you've seen them all, but there is something on a post that catches your eye.
There is a poster with important information to read.

You should pay attention to anything suspicious.
You should pay special attention in this instance, since it is VERY suspicious.
It is very suspicious because there is no man loitering outside the post office. Everyone in Brooklyn is too busy to stop for long.
As you can see, even illegitimate hints can look like the real thing.

Look at the counter.
Ring the bell on the counter.
I got help, but I didn't get any mail.
Do you get a letter every time you check your mail?
Check your box a little later and there will be a letter for you.

There are several puzzling things in what your long lost brother Jake writes to you. There must be something he wants you, and only you, to understand.

There is a hidden message in capital letters.
He says, "This letter is of great importance," so it must be essential to have if you want to find Jake.
What does Jake mean by, "I have come down to bury Pa?" Doesn't he remember Ma and Pa's accident, and their graves in Brooklyn? Yes, of course he does.

He says, "You will want to come quickly and pay your respects," so he must have left you a clue in a cemetery near the place this letter was mailed!

Jake has made a great discovery, and wants you to come quickly with the letter. Since Jake knows that Pa is buried in Brooklyn (and he knows that you know!) you should start by looking for a phony tombstone.

Jake said that he was at S.F., but that could stand for a lot of places!
Have you looked the envelope over carefully?
Look at the postmark and stamp.
The postmark is from Sutter's Fort. The S.F. that Jake wrote of in the letter must mean Sutter's Fort!

Have you looked the envelope over carefully?
Look at the stamp, it has a lump in it.

I am inside an office building with many offices. Do I have any business here?

There is a lot to choose from in the stores! Is there anything here that will help me later?

I am reading tombstones in the cemetery but I don't see anything that is significant to me personally.

I wait at the ferry dock, but the ferry never comes.

I'm told that there is a man at the livery stable, but I don't see anybody around there!

The horse in the livery stable always kills me with one swift kick.

The ship at the dock leaves without giving me a clue. When do I need to be on board?

Why are there sometimes posters around town and sometimes not?

What is so important about the President's announcement?

I know who sells tickets for the ship, but he won't talk to me at all, or if he does it is too late to buy one!

Remove the stamp, and there you will find a gold flake! Jake has found enough gold that if the news were to get out it would start the biggest gold rush in history!

Type "look around" from different places to see where you are, or go outside and look at the building.

This is the office building of a local newspaper, you work here and have your own desk.

There is valuable information to be gained by talking to experts on the Brooklyn Evening Star staff.

Your office is upstairs on the right. Look at everything on your desk carefully.

Under the blotter on your desk are some news clippings about your brother Jake. Upstairs on the left is the staff economist's office. He will give you an update on the condition of the local economy.

If you were to leave town you should quit your job.

Yes, but it does depend on where you are going.

If you've got your health you've got just about everything, and will likely make it to California.

Look for things to keep you healthy on a trip that is long, or one that will exposes you to a climate much different than you are used to in Brooklyn.

Get fruit if you plan to round Cape Horn so you won't get scurvy. Get a mosquito net if you are going to Panama. That is, unless you like having malaria!

You have loved ones buried here.

Read the tombstones until you find a familiar name.

The two matching tombstones near the north-east corner of the cemetery mark the graves of your parents, Marshall and Martha Wilson.

Have you talked to the man that guides the ferries into the dock?

The ferry will be sent from N.Y. when there is a stage coach with a paying passenger at the Brooklyn dock.

He is probably busy and not working outside right now.

Go inside; he has an office in there.

You should be careful when walking behind horses.

Stay more than a horse-leg's length away, or walk around the front of the animal.

Talk to the men on the ship's deck before it leaves.

One of the crew will tell you how long until the ship gets underway.

They are posted after President Polk's announcement.

The announcement turns rumors about gold in California into fact, and "THE GOLD RUSH IS ON!"

Talk to an economic expert if you can find one.

The gold rush affects the local economy, real estate and the cost of travel in particular.

The selling price of a house goes down, and the price of passage to California sky-rockets!

He will not help you until you've seen a poster telling you where to buy tickets.

I think I could get out of town if I only had more money!

How do I find the information that I need at the bank?

I HAVE HAD IT!! GET ME OUT OF BROOKLYN!!!

How can I go to California on the overland trail?

How can I buy a ticket on the ship around Cape Horn?

How can I gain passage on the ship to Panama?

Should I take the pig with me on the overland trek?

I have my ticket and am waiting on the ship. Do I have to wait, or is there a short cut?

I am missing something small, but important. What is it?

THE OVERLAND TREK

I am in the camp at Independence. What are we waiting for?

Read the one in the dock warehouse.

It is too late if you wait to read the one posted later in front of his house.

Have you seen any place you might get some cash?

Check the balance in your bank account.

Withdraw your \$200 from the bank.

Cash in your assets (sell something).

Sell your house, but do it in a seller's market.

Type "sell house" anywhere in town. Go to your house soon after, wait for a buyer with cash in hand to walk by. Talk to him!

You will get \$850 before the gold rush, but only \$750 after the gold rush.

How does someone with a bank account usually find their account number?

You must have a bank statement somewhere!

An old friend of the family may be of help.

This isn't the best way to find it, but Mr. Quail, the bank president, knows your account number.

Look for a lost statement in the desk at your house.

No matter what mistakes you have made, if you are alive it is possible to leave town on a stagecoach.

Withdraw your savings, sell your house, buy your ticket and be on your way to California!

Tickets are at the Stage Travel office. Show your ticket to the man in the fivory stable.

Before the gold rush, the cost is \$200 and that is the amount that is in your bank account.

Get your money from the bank right away and buy your ticket at the Stage Travel office. Then take as much time as you like to finish your business. The stage will NOT leave home without you!

Once the gold rush is on it is impossible to buy a ticket to get on the ship.

Before the gold rush the cost of passage is \$650 and you will be able to sell your house for \$850.

Start the game, get what you need from your house and sell it right away. Read the poster in the dock warehouse, buy your ticket for Cape Horn and don't be late to the dock. All sales are final!

Once the gold rush is on it is impossible to buy a ticket to get on the ship.

Before the gold rush the cost of passage is \$900. You will need to pool all your resources to travel this way.

Start the game, withdraw your savings and read the poster in the dock warehouse. Get what you need from your house and sell it right away. Go next door and buy a ticket to the Isthmus before the price goes out of sight. If you miss the ship you'll be a homeless Brooklynite the rest of your life!

No, there are plenty of pigs in California!

Where did you find a pig anyway?

Yes! This is one of those fake hints I warned you about.

Don't wait a minute longer. They've been waiting for you. Show your ticket to one of the crew.

A gold coin.

It is in the park (see a hint about the gazebo).

Talk to all the people in your company.

How do I know if I made the best selection of animals?
I selected the animals as the captain asked me to, but I don't know what to do next.

I selected the animals as the captain asked me to, but I don't know what to do next.

How will I know if I made the best selection of animals?

How will I know if I made the best selection of animals?

I don't know how to tell when we should leave Independence.

I don't know how to tell when we should leave Independence.

How do I use the pipe that I got from the man smoking by the fire?

How do I use the pipe that I got from the man smoking by the fire?

How do I use the pipe that I got from the man smoking by the fire?

What do I need the book for?

What do I need the book for?

What does the message about suppressing messages mean?

What does the message about suppressing messages mean?

I just suffered death at the hands of the Indians.

I just suffered death at the hands of the Indians.

I just suffered death at the hands of the Indians.

We came to a steep hill, and my wagon wrecks going down it!

We came to a steep hill, and my wagon wrecks going down it!

My wagon STILL crashes! What's wrong now?

My wagon STILL crashes! What's wrong now?

My wagon STILL crashes! What's wrong now?

I am in the desert and my animal teams are failing me!

I am in the desert and my animal teams are failing me!

I am in the desert and my animal teams are failing me!

There is much to do to prepare for your trip. Find the captain of this company and talk to him. Pay close attention to every word that he tells you.

Give the captain your money, and he will have a job for you. Pay attention to every detail in his orders.

What did the captain say to do after getting the animals?

Does the captain know you got the animals? He told you to report back to him when you were done.

Talk to the captain and wait for further instructions.

If you made a bad choice you will know about it soon, and will hopefully make a better one next time.

If you must know right now, here it is. Oxen are a better choice than mules because an Indian wouldn't steal an ox. Mature oxen are best because they will endure in a desert where young oxen get weak and die.

Talk to the captain. With his years of experience he knows what clues to look for and where to find them. He will tell you and when he does, LISTEN UP!!

If you leave too soon, there will not be enough grass for your teams or the wagons will sink in the mud. If you leave too late you may die in the Sierras if there is an early winter storm.

After the captain tells you to decide when to leave, go north and "look at the plains."

When "yer keen eye detects the plains are gettin' greener everyday," it's time to go! Return to camp and tell the captain to head west!

You can do just what he did—sit by the fire smoking.

Let me know if you can because nobody who worked on this game has ever been able to do it!

You guessed it. This isn't a real hint.

You can read it anytime or just keep it.

You may need it to get a clue later.

Pressing the key(s) shown, while that message is displayed, will suppress the messages that normally appear during the map sequences.

Did you read the message on your screen after the attack? It may have been a random attack. If so, you will need to restore a previously saved game.

Maybe they like your mules more than they like you!

Next time buy oxen.

Your animals are very thirsty after crossing a long section of arid, rough country. The Green River is at the bottom of the descent.

When they see the water they stampede. There is no holding them back any longer!

If the teams are hitched to the wagon it will surely spell D-I-S-A-S-T-E-R!

Unhitch the animals and let them go to the water to drink. When they are finished, hitch them back up.

If you have done the first step (in the hint above) then look at the wagon carefully. Why is it still going too fast down the hill?

The descent is too steep for the teams to hold the wagon back by themselves. It still goes too fast!

Look at the wheels or the chains on the wagon, and use them to lock the wheels. This will slow it down!

Sometimes there is a lot to say for maturity.

Mature oxen will sooner make it through the desert than the young oxen you selected in Independence.

I am about to die of thirst or starvation. Is there hope?

There is no hope. You are in a lifeboat on the open sea. You have no food, no water, no shelter. You are alone. You are dying.

I have drowned and died of disease. How can I prevent that?

You cannot. You are in a lifeboat on the open sea. You have no food, no water, no shelter. You are alone. You are dying.

CAPE HORN TREK

This is a long trip. What is there to do on the ship?

There is nothing to do. You are in a lifeboat on the open sea. You have no food, no water, no shelter. You are alone. You are dying.

What does the message about suppressing messages mean?

It means that you are in a lifeboat on the open sea. You have no food, no water, no shelter. You are alone. You are dying.

I am dying of scurvy every time. What is my cure?

There is no cure. You are in a lifeboat on the open sea. You have no food, no water, no shelter. You are alone. You are dying.

I'm dying to get to California, but I am also dying of cholera! Help!!

There is no help. You are in a lifeboat on the open sea. You have no food, no water, no shelter. You are alone. You are dying.

What do I do with the telescope the captain gave me after I shared my fish with him?

You do nothing with it. You are in a lifeboat on the open sea. You have no food, no water, no shelter. You are alone. You are dying.

What do I need the book for?

You need the book for nothing. You are in a lifeboat on the open sea. You have no food, no water, no shelter. You are alone. You are dying.

It is stormy going around Cape Horn. Is there anything to worry about?

There is nothing to worry about. You are in a lifeboat on the open sea. You have no food, no water, no shelter. You are alone. You are dying.

Is there any way to help the crew avoid these shipwrecks?

There is no way to help the crew avoid these shipwrecks. You are in a lifeboat on the open sea. You have no food, no water, no shelter. You are alone. You are dying.

I had some scraps before the storm, but now they're gone!

There are no scraps left. You are in a lifeboat on the open sea. You have no food, no water, no shelter. You are alone. You are dying.

I opened the door to the coal hold, and now I'm just another statistic!

You are just another statistic. You are in a lifeboat on the open sea. You have no food, no water, no shelter. You are alone. You are dying.

I'm tired of dying! Now it's a boiler explosion. What am I doing wrong?

There is nothing wrong. You are in a lifeboat on the open sea. You have no food, no water, no shelter. You are alone. You are dying.

Don't give up! Look around for something to eat and drink. ANYTHING!!
Look at the wagon in the distance.
Look in the barrel on the side of the wagon. Drink the water in the barrel
and eat the meat in the wagon.

Sorry, sometimes things like that happen! Restore a previously saved
game and try it again.

On a long voyage like this an adventurer without imagination will get
bored!
Explore the ship and talk to everyone on board.
Look for things that you can pick up to use later.
If you would like to go on to the next segment of the trek and the "next
scene" prompt appears, press the key(s) shown and it will be so.

Pressing the key(s) shown, while that message is displayed, will sup-
press the messages that normally appear during the map sequences.

An ounce of prevention is worth a pound of cure. A diet lacking vitamin
C is the cause of scurvy.
Citrus fruit is a good source of vitamin C.
Get some fruit in Brooklyn before you leave, and bring it with you onto
the ship.

Sorry, nobody knows the cause of cholera, let alone the cure. Remem-
ber, this is 1848!
Sometimes unexpected (and unpreventable) things happen. The only
cure known for cholera is restoring a previously saved game.

I'm ashamed of you!
Falling for this fake hint!

You can read it anytime or just keep it.
You may want it later to get a clue.

The top deck is icy and the wind is fierce.
Stay below deck, and ride the storm out.

No, they know more about this business than you. Let them handle it
and hope for the best!

They were among your luggage that was thrown overboard during the
storm to save the ship from sinking.
Restore a game saved before the storm. Next time wait until after the
storm to get the metal scraps.

Occasionally a fire is smoldering in the coal hold. Opening the door adds
oxygen making an explosive coal dust mixture. You know the rest of the
story.
Feel the door, if it's hot, don't open it.

You can't always control your destiny.
Restore a previously saved game and try again.

Provisions are gone, and one man has died. I will be next if I don't get some food.

I ate some innocent-looking pig meat, and ended up a corpse!

I would like to fish, but don't have the necessary equipment.

PANAMA TREK

What does the message about suppressing messages mean?

The first part of this trek is under program control. I have seen this before, is there a way to skip this part?

OUCH!! I died from a poisonous thorn bush! Why me?

OUCH! (and I am no where near a poisonous plant!)

Looks like trouble on the Chagres River! Our boat has been stopped by some hostile natives!

Malaria stops me dead in my tracks. Is there no way to prevent this jungle disease?

What do I need the book for?

OH NO!! It's the dreaded jungle ants! How do I escape?

How can I avoid the snake in the jungle?

OUCH!! I died from a poisonous thorn bush! Why me?

OUCH! (and I am no where near a poisonous plant!)

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OUCH!! I died from a poisonous thorn bush! Why me?

OUCH! (and I am no where near a poisonous plant!)

You need to get some food before you get too weak.
Roasted pig is good, but everyone suspects it to be diseased. Do you want to be the guinea pig?
Thinking twice, pig doesn't sound that good. You've been craving seafood lately.
Fish off the back of the ship.

Pigs are susceptible to diseases too.
More often than not the pig meat is poisonous.

There are items on board that will do in a pinch. Look for things you could use. Try fishing; you will be told if you are still lacking something. Some things can only be found after the storm.
You will need a paper clip, a broken shovel handle, a piece of pig meat, some metal scraps and some string.
The paper clip (hook) is on the floor of the captain's cabin after the storm.
The shovel handle (pole) is in the boiler room after the storm.
The pig meat (bait) is on the table after it is butchered.
Metal scraps (weight) lay on the floor in the engine room.
The string is on the floor in the bunk room after the storm.

Pressing the key(s) shown, while that message is displayed, will suppress the messages that normally appear during the map sequences.

If you would like to go on to the next segment of the trek and the "next scene" prompt appears, press the key(s) shown and it will be so.

Don't panic. Do what they tell you to do and nobody will get hurt.

This disease is carried by the Panamanian mosquitos.
If the mosquitos couldn't bite you, you wouldn't die.
You could certainly use a mosquito net!
A mosquito net should have been purchased at Rand's Hardware in Brooklyn.

You can read it anytime or just keep it.
You may want it later to get a clue.

Look around you to see if there is anything to help.
Jump onto something when you see the ants.
There is a vine that you may climb if you need to get your feet off the ground. When the ants are gone simply drop back down to the ground.

He can only drop on you if you are directly below him.
Try to walk somewhere else.
There are several trails through this part of the jungle, so find a different path to take.

Because you walked right through a poison thorn bush!
There are plenty of other trails to choose from.

Look around to see what you stubbed your toe on.
Get the gold disk. If you don't know what I am talking about, you shouldn't be reading this clue.

This river crossing always gives me a sinking feeling!

I died having lunch with an alligator. What can I do?

What do I do in Panama City?

IN CALIFORNIA

Sacramento

The ship has landed but nothing is happening.

Okay, I've found who I am, but Sacramento still seems to have nothing for me.

How can I buy things at the tradin' store?

After all this you would think I would know what to buy!

I know my brother left clues for me at Sutter's Fort because of the mysterious letter, but I don't know where to start.

I've found a grave in the cemetery that is puzzling to me.

I've found the map, but it's only partially decipherable!

A cannon on a tombstone?

What is Psalm 23?

I don't understand James' message. I know it will give it away, but give it to me straight!

The quicksand has always been there, and isn't going to move.
Through trial and error you will find a way to cross.

Walk straight out into the water about 1/3 of the way across, then diagonally up right, then straight across to where the path goes out. Remember to save your game often!

Restore a previously saved game, and try it again.

When your ship comes in, you will board it and be on your way to California.
Congratulations!

Do something! You are on the ship that just landed.
Your character is not under program control.
You are a tiny figure on the screen.
Use your direction keys or joystick to walk off the ship.

Why don't you leave town?
It's too far to walk to Sutter's Fort: take a stage!
In the white building on the corner there is a stagecoach ready to leave (if it hasn't already left!).
If you missed the stage, restore a saved game and don't miss it again!

This man isn't in business for his health. You need to give him some gold in one form or another!
He will accept an ancient Spanish gold disk, but who wouldn't? It's priceless!
A gold coin is a fair deal for any item in the store.
You did find the gold coin under the gazebo, didn't you?

The store's inventory consists of gold pans, shovels, and lanterns.
First buy a gold pan or a shovel. Use it in the gold country to get enough gold to buy the other items.

He didn't know how long it would take you to reach Sutter's Fort, so he left you as permanent a marker as possible. (See earlier hint about your mail.)

Only someone who knew your father was buried in N.Y. would look in the cemetery for clues leading to James.

There are clues on a phony tombstone in the cemetery.

You may be lacking a clue from your hometown. Did you check your post office box before you headed west?

Only someone who knew your father was really buried in N.Y. would know it was a clue leading to James.

This must be what your brother wanted you to find from the clues in his letter, but what are the holes in the letter for?

Use the letter at the tombstone. Move it into the correct position and it will reveal a coded message.

You won't be able to decipher anything of value.
Where did you find a map?

Everything James put on this false tombstone is a clue.
Keep your eyes peeled for a cannon like this one.

It is an ancient writing by King David of Israel. You should have a book with that writing in it.

Psalms are in the Bible. You can get a Bible on your way to California from a man reading it. He will offer it to you if you talk to him.

Your brother wanted you to read Psalm 23 for a clue to his whereabouts.

Here are the elements of the clue after you have held the letter up to the tombstone and positioned it in the right place: a picture of a cannon, "Psalm 23", and "room 12 is reserved for you always."

Read Psalm 23 (...lie down in GREEN PASTURES). There is a hotel in Coloma named Green Pastures.

James wants you to look for a cannon at the Green Pastures Hotel in Coloma where room 12 is reserved for you always.

Should I talk to the people at Sutter's Fort?

There are a few people at Sutter's Fort, but they are not very helpful.

The people at Sutter's Fort are not very helpful, but they are not very helpful.

The people at Sutter's Fort are not very helpful, but they are not very helpful.

The people at Sutter's Fort are not very helpful, but they are not very helpful.

I am trying to mark my mule, but I am having some problems.

I am trying to mark my mule, but I am having some problems.

I am trying to mark my mule, but I am having some problems.

I am trying to mark my mule, but I am having some problems.

I've found the mule I want, but the guard in the cattle area won't let me take it! I get hung for stealing mules!

I've found the mule I want, but the guard in the cattle area won't let me take it!

I've found the mule I want, but the guard in the cattle area won't let me take it!

I've found the mule I want, but the guard in the cattle area won't let me take it!

Coloma

I'm at the Green Pastures Hotel, but I can't do anything!

I'm at the Green Pastures Hotel, but I can't do anything!

I'm at the Green Pastures Hotel, but I can't do anything!

I think that I should be able to stay in room 21 at the hotel, but I can't get in!

I think that I should be able to stay in room 21 at the hotel, but I can't get in!

I think that I should be able to stay in room 21 at the hotel, but I can't get in!

I understand the previous hint, but that room doesn't exist!

I understand the previous hint, but that room doesn't exist!

I understand the previous hint, but that room doesn't exist!

Should I talk to the people at Sutter's Fort?

There are a few people at Sutter's Fort, but they are not very helpful.

The people at Sutter's Fort are not very helpful, but they are not very helpful.

The people at Sutter's Fort are not very helpful, but they are not very helpful.

I got the gold key from the desk clerk. Now what?

I got the gold key from the desk clerk. Now what?

I got the gold key from the desk clerk. Now what?

I got the gold key from the desk clerk. Now what?

I'm in room 11, and the occupant could return anytime!

I'm in room 11, and the occupant could return anytime!

I'm in room 11, and the occupant could return anytime!

I'm in room 11, and the occupant could return anytime!

I'm in room 11, and the occupant could return anytime!

I let the bird in. Now what?

I let the bird in. Now what?

I let the bird in. Now what?

I let the bird in. Now what?

I let the bird in. Now what?

I let the bird in. Now what?

There is a lot to get here; I don't want to miss anything.

There is a lot to get here; I don't want to miss anything.

There is a lot to get here; I don't want to miss anything.

There is a lot to get here; I don't want to miss anything.

There is a lot to get here; I don't want to miss anything.

I've had enough of this room! How can I get out of here?

I've had enough of this room! How can I get out of here?

There are only a few folks still hangin' around here, but in this game that's never a bad idea!

The guard near the front gate will tell you what things are of value in today's (1848) gold economy.

The blacksmith is James' friend. Talk to him and he will give you an interesting article!

The man near the gristmill can sell you a mule.

Assuming you have a branding iron, you need it hot to do the job. Find a fire someplace!

Heat the branding iron in the blacksmith's shop.

The mule may run off if you take too long. Heat the iron quickly, catch the mule and brand it before the branding iron cools off.

The mule that you really want is James' ol' mule in the cattle area, not a gristmill mule.

The guard must account for the number of animals, as well as the brands they have.

Any mule could take the place of James' mule if it had the right brand.

Buy a mule at the grist mill, brand it with James' branding iron and switch it with James' mule.

You have no business here until you uncover certain clues that lead you here. Do not reveal the next hint if you don't want to give away a major clue.

You must use the letter at the dummy tombstone at Sutter's Fort and move it into the correct position before you will accomplish anything here.

If you unscrambled James' message and thought you should rent room 21; think again!

It may not make sense now but James meant for you to find room 12. You figure it out!

Look at the room numbers upstairs: 10...11... 13?

Look carefully. Something is odd about that closet!

James has built the door to room 12 into a closet. There is no way through there, but there is always more than one way to break and enter.

You have likely found the way in through the window, but there must be a less shattering way than that.

There are two rooms with common walls; rooms 11 and 13.

Try renting room eleven and you will be on your way.

Deliver the message the clerk asks you to deliver, wait until the occupant leaves, then enter room 11.

If you can't use it, give it to someone else.

It doesn't really matter what you do with the key.

It probably isn't real gold anyway.

Just like this isn't a real hint.

You had better not spend too much time in there! Look quickly for things that James gave you clues about.

Quick! You can escape by going out the window!!

Look at the fireplace in detail, and remember the clues on the tombstone that led you here in the first place!

Turn the wheel of the cannon on the mantle and a passage will open to room 12. Go into room 12.

Close the window or it will fly away too soon.

Look at the bird. It is a homing pigeon, and there is a capsule attached to its leg. Read the message on the capsule.

Did you bring some type of I.D. from home like James' letter asked? Put it in the capsule.

Put your family photo in the capsule, and let the bird fly out the window. Wait for it to return...

...with an "aerogram" from James.

The next hints tell all you can do in room 12. Don't read them unless you want to know!

On the table is a note from James, a magnet, and a gold coin if you failed to find the one in Brooklyn.

On the floor in the foreground is some string.

A bird will come to the window. Open the window and let it in (see the previous hint for details).

You can go through room 11 (if you know how!).

You have heard the man slamming the door as he comes and goes. Is he in there now? Be careful!!

Try going out on a ledge (literally!).

Walk on the ledge to the balcony, go in the door, go down the stairs, and leave through the front door.

Look for a STUBBORN friend.

James is talking about his mule.

He left it in the cattle area of Sutter's Fort.

The mule knows where James' cabin is. Follow it!

Type "Follow the mule" when you are out in the country.

Be careful when you walk through the trees.

There IS gold out there. Maybe you are not looking in the right places.

Coloma is located in the heart of the gold country!

The gold in Coloma has been panned out. You won't find any in town!

The gold country starts on the American river 9 miles east of the fort and extends as far as 80 miles to the east and 30 miles to the south. Some areas are hotter than others!

You are panning/digging in someone else's claim!

Watch where you dig or pan. Look for other prospectors.

There isn't anything you can do once they spot you with gold on your person but RUN!!! There is a chance you can get away, but they have you outnumbered!

You are easy prey when you are by yourself out in the wilderness.

Stay by the river, or have a trusty mule with you, and you will have no trouble with bandits.

Of course, you found a trap door. What else would you expect to find under a rug in a Sierra adventure game?

After following such an elaborate trail of clues do you expect this one to be that simple?

The trap door is an exit, not an entrance. It is impossible to open it from the top side.

I wish it would tell you to quit reading these fake hints.

But I guess it doesn't matter.

By this time it's pretty hard to teach an old dog new tricks.

James doesn't spend much time in the cabin.

Follow your nose (puwee). You could use a rest stop after your long trip anyhow!

Have you checked in the outhouse? You'll find a way through the bushes if you try.

If you are inside the outhouse, the answer to finding James may be right under your nose.

Computer games are sometimes a very dirty business.

No... you don't mean...? Yes, that's right...

...jump down the hole!

You could shed some light on your situation.

By now you ought to have a lantern and some matches.

Light the lantern you bought at Sutter's Fort with the matches from James' cabin.

You will need a key, but James didn't leave you one. Or did he?

Look under the door.

James did leave you something that will pick up small steel objects.

That hole, and the branding iron: It's not a horseshoe and a key, it's a magnet and a key.

Tie the string to the magnet (that you got in room 12) and put it through the hole in the door.

Lower the magnet with the string, and raise the magnet with a steel key attached!

Any gold that you can see is for the taking!

Gettin' gold in a gold mine requires the proper tool.

A pick! There must be one in here somewhere!

"I've been looking for gold in this area for years!
I've been looking for gold in this area for years!
I've been looking for gold in this area for years!
I've been looking for gold in this area for years!
I've been looking for gold in this area for years!

As far as I know, I have searched every inch of this place but am getting nowhere!

"I've been looking for gold in this area for years!
I've been looking for gold in this area for years!
I've been looking for gold in this area for years!
I've been looking for gold in this area for years!
I've been looking for gold in this area for years!

My lantern goes out too soon. How am I supposed to see?

"I've been looking for gold in this area for years!
I've been looking for gold in this area for years!
I've been looking for gold in this area for years!
I've been looking for gold in this area for years!
I've been looking for gold in this area for years!

I've found James! But, where's all the gold I was hoping to find?

"I've been looking for gold in this area for years!
I've been looking for gold in this area for years!
I've been looking for gold in this area for years!
I've been looking for gold in this area for years!
I've been looking for gold in this area for years!

After "The End" of the Game

Caution: Read the following pages only if you have literally seen the end of "Gold Rush!"
This material is potent, and will take all the fun out of solving the game if you read it before
completing the game for yourself.

How did you...

...get your bank account number?

"I've been looking for gold in this area for years!
I've been looking for gold in this area for years!
I've been looking for gold in this area for years!
I've been looking for gold in this area for years!
I've been looking for gold in this area for years!

...sell your house?

"I've been looking for gold in this area for years!
I've been looking for gold in this area for years!
I've been looking for gold in this area for years!
I've been looking for gold in this area for years!
I've been looking for gold in this area for years!

...leave Brooklyn?

"I've been looking for gold in this area for years!
I've been looking for gold in this area for years!
I've been looking for gold in this area for years!
I've been looking for gold in this area for years!
I've been looking for gold in this area for years!

...keep from starving on the ship?

"I've been looking for gold in this area for years!
I've been looking for gold in this area for years!
I've been looking for gold in this area for years!
I've been looking for gold in this area for years!
I've been looking for gold in this area for years!

...go through the Panama jungle where it splits into many paths (two of which are deadly)?

"I've been looking for gold in this area for years!
I've been looking for gold in this area for years!
I've been looking for gold in this area for years!
I've been looking for gold in this area for years!
I've been looking for gold in this area for years!

...pay for the items you needed at the Sutter's Fort trading store?

"I've been looking for gold in this area for years!
I've been looking for gold in this area for years!
I've been looking for gold in this area for years!
I've been looking for gold in this area for years!
I've been looking for gold in this area for years!

...pay for the mule at the Sutter's Fort gristmill?

"I've been looking for gold in this area for years!
I've been looking for gold in this area for years!
I've been looking for gold in this area for years!
I've been looking for gold in this area for years!
I've been looking for gold in this area for years!

...enter room 11?

"I've been looking for gold in this area for years!
I've been looking for gold in this area for years!
I've been looking for gold in this area for years!
I've been looking for gold in this area for years!
I've been looking for gold in this area for years!

There is a pick at the bottom of one of the shafts.

Pick on the walls in various places to see if you can strike some GOLD!!

Pick in the dark areas of the mine walls and keep track of where you find the gold.

See the map for locations of gold deposits.

Are you sure you have found every tunnel? Look for shafts that you can't see easily.

There are ledges on the walls that may lead to mine shafts that you have not seen yet.

After you get to the second ladder to the west, climb up a short distance, then carefully step to the left onto the ledge behind the protruding rock.

If you are playing on a fast speed, the lantern will burn out faster. In the mine play on normal speed.

You may conserve fuel by blowing out the lantern when you don't need it.

You also have a limited number of matches and may light them for momentary light.

Do you expect to get a fortune in gold without a little bit of work? James needs your help.

Don't just stand there, START PICKING!! (Have you found the pick?)

I don't know about you, but I would start where I can already see gold for the taking.

Keep picking in the spot you saw the gold. Get the gold as you uncover it.

You are picking a hole in the wall!

Keep picking until the hole is big enough to get through.

Go through the hole.

Congratulations!!! You've found the "Mother Lode"!!

I spoke to the bank president.

I found the statement that was stuck in the slats of the roll-top desk at my house.

I sold it after the gold rush.

I sold it before the gold rush.

I travelled on board a stagecoach heading west.

I travelled on a ship sailing around South America.

I travelled on a ship bound for Panama.

I ate the pig meat on the table after the storm.

I caught a fish.

I took the third trail back.

I took the fourth trail back, and found the gold disk.

I used the gold disk I found in Panama, but I lost 2 points.

I used the gold coin from room 12 at the Green Pastures Hotel.

I used the gold coin from Brooklyn to buy a shovel or pan, then dug or panned enough gold to buy the other two items.

I used the gold disk I found in Panama, but I lost 2 points.

I used gold I panned or dug for in the gold country.

I walked on the ledge from the porch and broke the window (but lost 2 points).

I gave the occupant a message from the desk clerk and entered after he left.

...enter room 12?

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...leave room 11?

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...leave room 12?

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...navigate in the mine?

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25

Did you also try...

Brooklyn

[illegible]

The Treks

As you can see, there are four main types of data that can be used in a research project. Each type has its own strengths and weaknesses, and it's important to choose the right one for your project. For example, if you're interested in understanding the behavior of a group of people, you might want to use qualitative data. If you're interested in understanding the relationship between two variables, you might want to use quantitative data. And if you're interested in understanding the impact of a treatment, you might want to use experimental data.

California

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 81. **NEW YORK, NY 10038**
 82. **OR BY TELEPHONE AT (212) 312-3000**
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 163. **ATTENTION:**

[illegible]

26

I walked on the ledge from the porch or room 11 and broke the window (but lost 2 points).

I entered through the fireplace from room 11.

I walked out the door into the hall.

I walked on the ledge.

I went into room 12 through the fireplace.

I walked on the ledge.

I went through the fireplace into room 11.

I felt my way through the dark.

I lit the lantern.

...talking to people?

...reading a sign in the park?

...talking to the men on the ship at dock?

...pumping the water pump by the post office?

...walking against the chains along the waterfront?

...walking on the grass in the park enough to get a ticket?

...watching the man raking his yard, or making the sea gull on the lamp post fly away?

...walking too close behind the horse in the livery stable?

...getting run over by a wagon?

...leaving Independence too early, or too late?

...walking on the ship's deck during a storm?

...opening the ship's coal hold when the door felt hot?

...looking at the gauge on the smokestack in the engine room?

...closing the valve on the smokestack?

...tying your mule on the hitching post at the Green Pastures Hotel or at the Sutter's Fort trading store?

...walking on the ledge at the Green Pastures Hotel?

...committing a crime (stealing a mule, breaking and entering, panning or digging on someone else's claim)?

...walking by yourself in the country with a lot of gold?

...looking under the rug in Jake's cabin?

...sitting in the outhouse?

...looking at the matches in the mine?

...lighting the matches in the mine?

...blowing out then relighting the lantern?

Getting bank statement	2	
Reading bank statement	2	
Reading photo album	2	
Getting family photo	4	
Getting flowers	2	
Getting gold coin	4	
Withdrawing savings	3	
Reading warehouse poster	2	
Selling house	9	6
Buying a ticket	9	6
Reading parents' tombstones (1 pt. each)		2
Putting flowers on grave		3
Reading newspaper clippings		3
Quitting job		2
Getting letter		5
Buying mosquito net (4) or buying fruit (4) or showing ticket (2) and getting on stage (2)		4
Reading postmark		1
Removing stamp/gold flake		1
	TOTAL	60
Walking on grass		-1
Getting ticket on grass		-3
Giving captain money		2
Getting mature oxen		5
Getting young oxen		3
Getting mules		2
Leaving on time		7
Leaving too early		5

Leaving too late	3
Getting the Bible	5
Unhitching wagon	4
Locking wheels	4
Getting/eating food	4
Getting/drinking water	4
	TOTAL
	35

Getting the Bible	7
Getting metal scraps	3
Getting shovel handle	3
Getting string	3
Getting paper clip	3
Getting bait	3
Eating pig - not poison	3
Going fishing	8
Eating fish	5
	TOTAL
	35

(Buying Panama Ticket increases maximum score from 250 to 255.)

Giving possessions to natives	4
Getting the Bible	7
Getting past the ants	4
Getting gold disk	10
Avoiding the snake/poisonous plants	5
Crossing the river	10
	TOTAL
	40

Getting on stage in Sacramento	1
Getting shovel at trading store	1
Getting pan at trading store	1
Getting lantern at trading store	1

[illegible][illegible]

Getting branding iron	2
Getting ordinary mule	3
Branding mule	3
Switching ordinary mule for James' mule	7
Reading tombstone	2
Using letter correctly on tombstone	5
Reading Psalm 23	7
Getting gold in wilderness (1 pt. ea.)	50
Giving message to man in room 11	3
Discovering use of canon in rm 11/12	5
Getting gold coin from rm 12	1
Getting James' note in rm 12	1
Getting magnet	1
Getting string	1
Putting family photo in capsule	3
Getting aerogram	1
Following James' mule	7
Getting matches from James' cabin	1
Going down outhouse	3
Tying string to magnet	2
Putting magnet thru hole in mine door	2
Lowering magnet	2
Raising magnet	2
Unlocking mine door	1
Getting pick in mine	1
Exposing gold in mine (1 pt. ea.)	12
Getting gold in mine (1 pt. ea.)	20
Getting into the FINAL ROOM	4
<hr/>	
TOTAL	155
BONUS in inventory	
Making it thru mine without light	-2
Buying something with gold disk	-2
Breaking window on ledge	-2

Bank statement	Roll-top desk	Bank
Savings	Bank	Travel Office/ or 12 Front St.
House sale money	10 Front St.	Travel Office/ or 12 Front St.
Family photo	Family album	Room 12, Green Pastures Hotel
Flowers	Park	Brooklyn Cemetery
Gold coin	Gazebo in park or Hotel, room 12	Sutter's Fort, trading store
Stage ticket	Travel Office	Livery Stable
Cape Horn ticket	12 Front Street	Ship
Panama ticket	12 Front Street	Ship
Letter	Post Office	Sutter's Fort, cemetery
Gold flake	Postage stamp	
Mosquito net	Rand's Hardware	Panama trek
Fruit	Fast's Grocery	Cape Horn trek
<hr/>		
Bible	Independence (man by fire)	Sutter's Fort, cemetery
<hr/>		
Bible	Man on deck	Sutter's Fort, cemetery
Paper Clip	Captain's cabin	Rear upper deck
Shovel handle	Boiler room	Rear upper deck
Pig meat	Galley table	Rear upper deck
Metal scraps	Engine room	Rear upper deck
String	Bunk room	Rear upper deck
<hr/>		
Bible	Man by trail	Sutter's Fort, cemetery
<hr/>		
Gold disk	Jungle trail (off beaten path)	Sutter's Fort, gristmill (-2pts)

Shovel	Sutter Ft. store	Gold country
Pan	Sutter Ft. store	Gold country
Gold	Gold country	Sutter's Ft. trading store
Lantern	Sutter Ft. store	James' mine
Branding iron	Blacksmith	Blacksmith's shop
String	Room 12, hotel	Door in mine
Magnet	Room 12, hotel	Door in mine
James' note	Room 12, hotel	
Aerogram	Room 12, hotel	
Matches	James' cabin	James' mine
Steel key	Behind mine door	Door in mine
Pick	James' mine	James' mine

If you watched the beginning cartoon you saw Jerrod walk onto the foot bridge, and that is where we will start.

Walk down the bridge to the street, head south off the bottom of the screen. The first action will be to put your house on the market, so type "sell house." Walk to the gate of your house. Type "use the key" and the gate will open. Go to the front door. "use the key" and walk in.

Walk to the roll-top desk in the living room and "close the desk". "Get the bank statement" that is stuck in the slats. "Read the statement" and take notice of your account number. Go over to the table and "look at the album." When you are finished looking at it, "take the family photo."

Go outside, and wait for the man with cash in hand. Walk up to the buyer and he will offer \$850 for your house. Say "yes."

Walk west on Front St. to the park. Go into the gazebo, near the center, and "get the gold coin" that fell through the cracks in the floor. Now, "pick some flowers."

Walk west off the gazebo, change screens. In the distance you will see a ship docked. Walk north on Dock St. until you are on the dock, and then go into the warehouse. "Look at the poster" on the first post. Walk out of the warehouse.

Walk south, change screens. Go inside the bank. Walk up to the teller's window. When the teller helps you, "withdraw savings." He will ask for your account number. Type in the number you read on your bank statement. If you don't remember your number, "look at the bank statement." The teller will give you \$200.

Walk out the door at the top of the screen and turn left. Walk west until you see Fast's Grocery and Rand's Hardware.

Go into Rand's Hardware and walk to the back counter. When the man helps you, "buy the mosquito net." Leave the store and walk south into the next screen.

Go into Fast's Grocery and walk up to the counter. When the young man helps you, "buy some fruit." Leave the store and walk south into the next screen.

If you wish to take the Overland trek:

If you wish to take the Cape Horn or Panama trek:

If the price of the ship ticket is too high:

If you have a ticket for the stage coach:

If you have a ticket for the ship:

Overland Trek

Cape Horn Trek

Do not go in the stores, but walk south into the next screen.
Go into the Stage Travel office and walk up to the top counter.
When the old man helps you, "buy a ticket."
Leave the office.

Go east on Fulton St. until the screen changes. Walk past the livery into the next screen. Go past the two-story office building and walk south into the next screen. Walk through the gate of the cemetery, head east, change screens. Go to your parent's tombstones (the pair near the upper right corner). Read both stones and "put the flowers on the grave."

Retrace your steps to the two-story office building you passed on the way to the cemetery (the first building you see going back into town). Go inside the building, and go through the door on the back wall. Walk up the stairs to the right. Step into your office (upstairs front-right) and "read the news clippings" that are under the blotter on your desk. Go to your boss' office (downstairs front-left) and "quit" your job. Leave the building and walk north toward the Post Office.

Turn right at the Post Office and walk east on Front St. all the way to the last house (12 Front St.). Stand at the gate to the house until Leonard comes out. When he talks to you, "buy ticket for ship." Answer his questions about which ticket you desire, and then "pay" for it. Return to the Post Office by walking west.

Getting on the ship takes an expert game player! If you run out of time before the gold rush (that's when the prices go up) you must buy the ticket sooner. Follow the order of this walk-thru, but make a special trip to buy your ticket after withdrawing your savings at the bank.

Go into the Post Office. Walk over to the counter and "ring the bell." When the postmaster helps you, "check mail." He will get a letter out of your box and put it on the counter. "Get the letter." "Open the letter." "Read the letter" and "look at the postmark." "Lift the stamp." Leave the Post Office.

Walk south to Fulton St., then west. Return to the livery (the yellow building with horses). Go inside (don't get too close to the horse) and talk to the man. He will ask you to wait outside. Wait just outside the door. When he comes out, "show the ticket" to him. "Enter the stage." Have a nice trip!

Walk north on Dock St. all the way to the ship. Board the ship, and "show the ticket" to a crewman. Have a pleasant voyage!

Save your game often so you may restore in case an unexpected and unpreventable peril causes your death!

Program control takes you to the camp of the Long Island Joint Mining and Stock Company in Independence. You have grown a beard!

Walk east into the next scene. "Talk to the man" reading a book under the tree. Return to previous scene. Walk up to the three men having a conversation and "talk to the captain." "Give money to the captain." He will ask you to obtain a team of animals.

Walk south into the next scene. Go to the man in the shed and "get mature oxen." Return to camp. Find the captain and "report" back to him.

North of camp is a view of the plains. Walk up between the tents and wagons until you change scenes. "Look at the plains" often to determine the best time to head west. When the message changes to "...the plains are growing greener every day," it is time to leave. Return to camp and tell the captain to "head west."

Program control takes you to the Green River. Don't forget to save your game periodically so you may restore in case an unexpected event kills you.

When you find yourself standing beside your wagon at the top of a steep descent to the Green River, "unhitch the teams" right away. The oxen will drink from the river, then return to your wagon. When the teams are hitched again, "lock the wheels."

Program control takes over as you continue west.

The next time you get control of Jerrod, he is dying in the desert. Go over to the side of the wrecked wagon and "drink the water" that is in the barrel. Then, "eat the meat" that is in the wagon. Walk west off the screen.

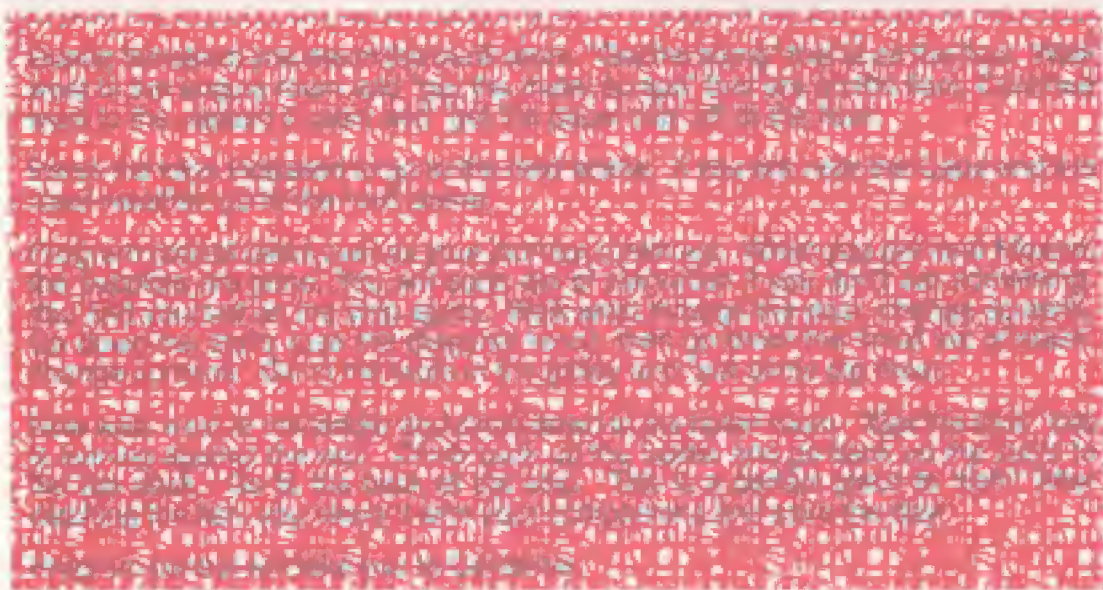
Program control takes you to Sutter's Fort, California!

Program control takes you out of town. You find yourself on the ship. You may explore the ship all you like, but this walk thru will give you only the essentials!

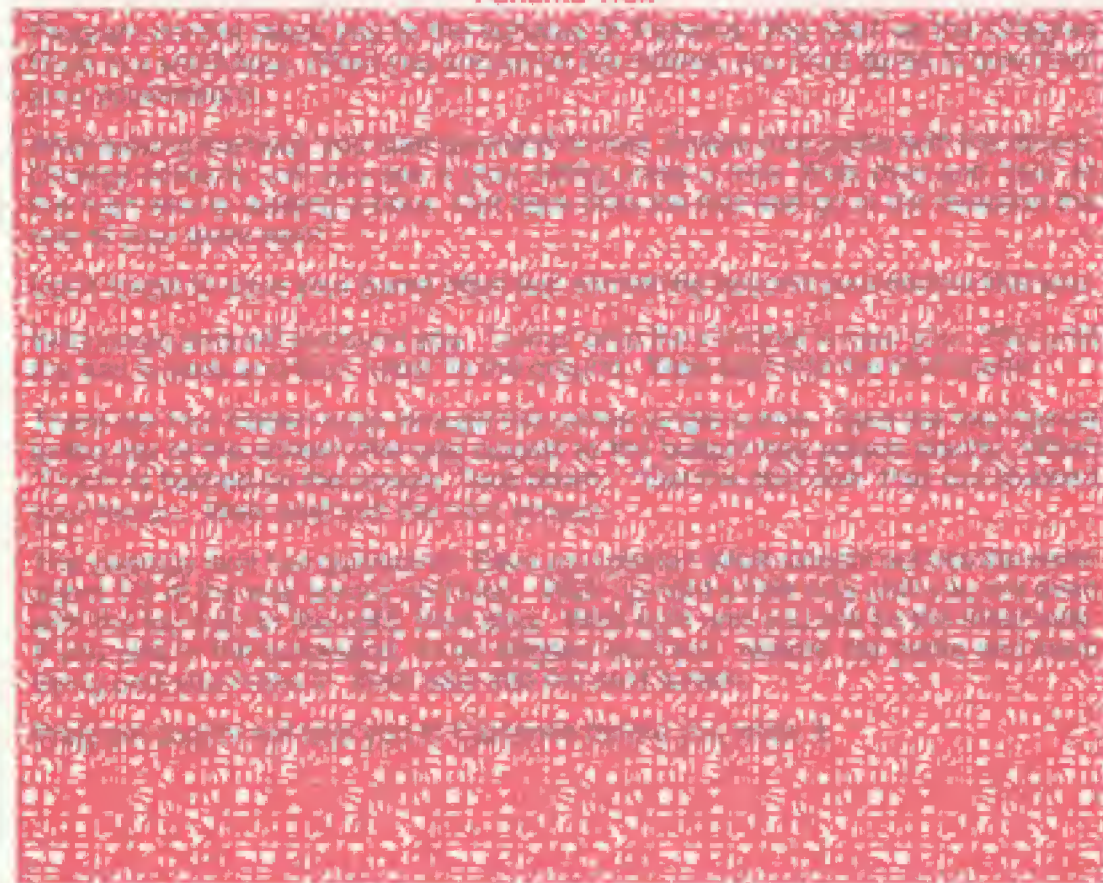
Walk to the front of the ship (east). "Talk to the man" reading the book. Press the keys indicated to go to the next scene.

Watch the map as the position of the ship moves. The screen appears again with you standing on the ship talking with the passengers. You don't need to do anything now, press the keys indicated to go to the next scene.

Program control takes you to Rio de Janeiro, then back out to sea toward Cape Horn. There will be a storm rounding the Horn. (If it doesn't happen when you first get there, press the keys indicated to go to the next scene.)



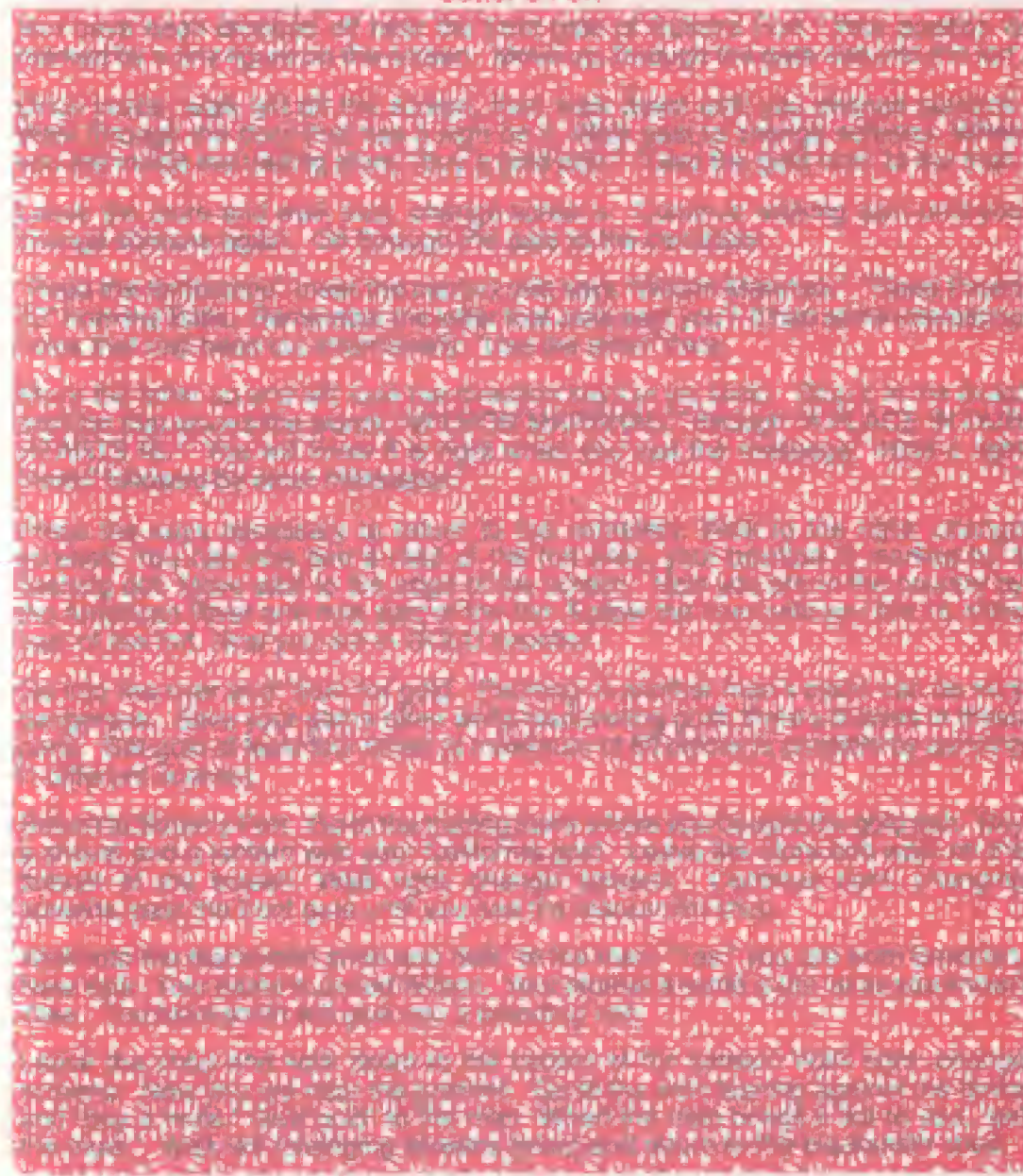
Panama Trek



Sacramento, California



Sutter's Fort



During the storm you are in the bunk room. "Get the string" that is on the floor. Walk west to the engine room and "get the metal scraps" that are on the floor. Continue west to the captain's cabin and "get the paper clip" off of the floor.

Press the keys indicated to go to the next scene. If you are near the Cape and it is clear weather, go to the next scene.

Program control takes over as your journey continues. When you get near Mexico, the supplies are gone. You will soon die of starvation if you don't eat something. You find yourself on the ship again. Walk west through the door, change screens. Go down the stairs (use the diagonal keys), then go down the small set of stairs, change screens. Go to the table in the galley and "get some pig meat."

Now walk west to the ladder and climb down to the boiler room. "Get the stick" that is leaning against the wall. Climb back up the ladder and go back up the stairs to the top deck. Go to the back of the ship. This is a perfect place to "fish!" After catching the fish, you share it with your companions and save the day!

Program control will take you to California.

Program control takes you to the Isthmus of Panama. You start up the Chagres River in a small boat. When you encounter the natives, you must agree to give them your possessions.

After leaving the boat, you start overland on foot. Follow your guide with the others. Change screens until you see a man sitting under a tree. Walk over and "talk" to the man who is reading a book. Get back onto the trail and go in the direction the rest of your team went.

Don't forget to save your game often lest something beyond your control kills you.

Wild jungle ants will surround you. "Jump" onto the vine that is near you. Wait until the trail is clear and then "drop" to the ground. Walk east into the next scene.

There are four hidden trails through this dense jungle scene. Take the trail closest to the top of the screen (the one closest to the bottom has poison plants). When "Ouch" is flashed on the screen, "look down." "Get the gold disk" that you stubbed your toe on. Walk east into the next screen.

The swampy river has quicksand! Save your game! Walk straight out into the water about 1/3 of the way across and stop. Walk up-right a little way until you are even with the top trail on the right, then stop. Walk right until you are on the other side. If you sink in the quicksand, or an alligator eats you, restore the game and keep trying until you make it! Walk east into the next screen.

Program control will take you to California before you know it.

You arrive by ship. Your position is marked by a tiny figure on the screen. Walk over to the white building on the north east corner and go inside. "Look around" then "get in the stage coach" leaving for Sutter's Fort.

Program control will take you to Sutter's Fort.

You have been dropped off near the front gate of Sutter's Fort. Your position is marked by a tiny figure on the screen. Move up, through the gate and into the fort.

Once inside, walk left off the screen, then walk down until you change screens. Walk through the door that has a sign on it. Walk east to change screens. When you are inside the trading store, "buy a gold pan." "Give the gold coin" to the man.

Leave the store and walk east, change screens. Continue walking east until you change screens again. Go through the gate to the cemetery.

"Read the tombstone" (near the center) that says "Wilson Marshall." "Read Psalm 23" from the Bible. Remember the letter that Jake sent you? It had some interesting holes that had been cut intentionally. "Use the letter" here.

Move the letter up and left (use the direction keys or joy stick). Stop it in the exact position that covers the words, "WILSON MARSHALL" through "A PLACE IN OUR HEARTS IS." You will know it is right when you see the message, "Hold it right there!" followed by other messages.

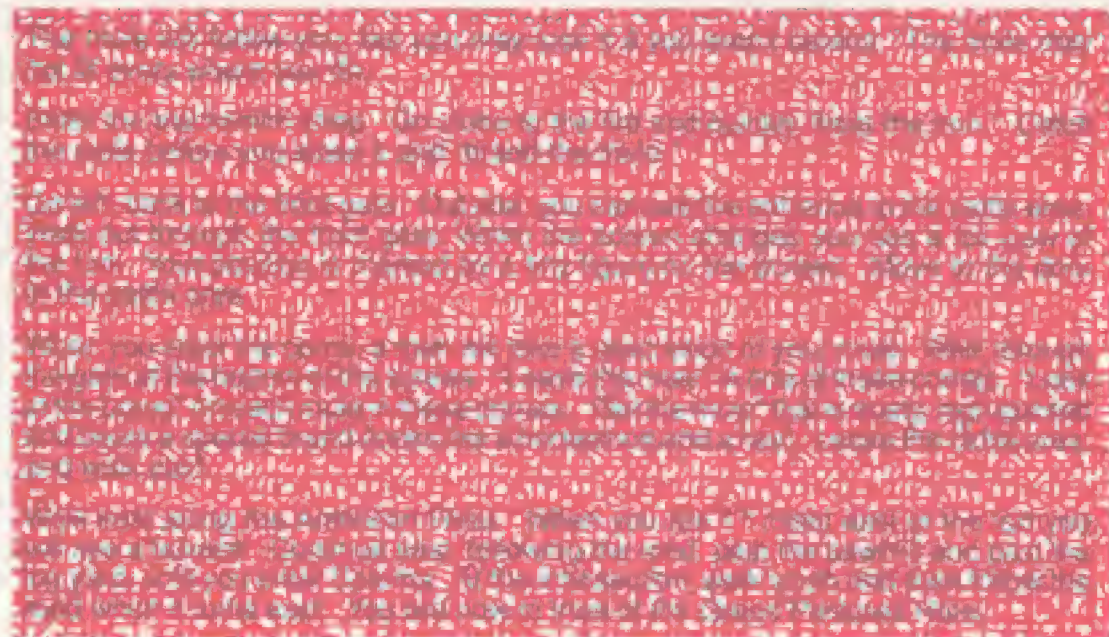
Press the keys necessary to return to the cemetery. Walk to the right, change screens. You can now see a map of the fort area, your position is marked by a flashing dot. Move east to the edge of the screen. Now you are in the country by the American River one mile east of the fort. Follow the river until you are 15 miles east of the fort. Now you are in GOLD country!

Go into the river and "pan" for gold. Panning in another man's claim can be very dangerous. Save your game often while discovering gold: there's thieves in these parts. Get gold at least four times (a maximum of 50 pieces is possible by panning in different scenes).

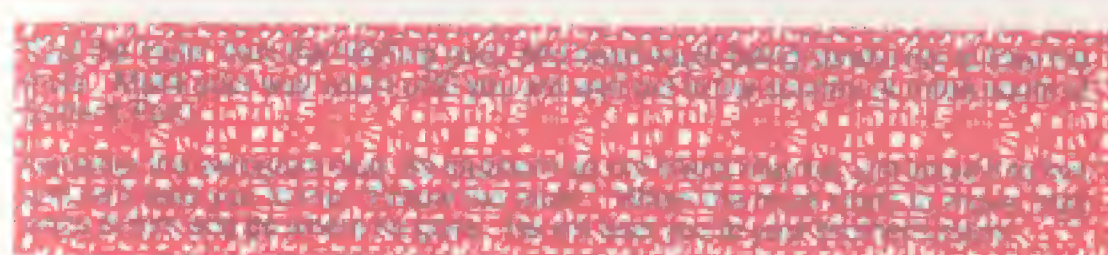
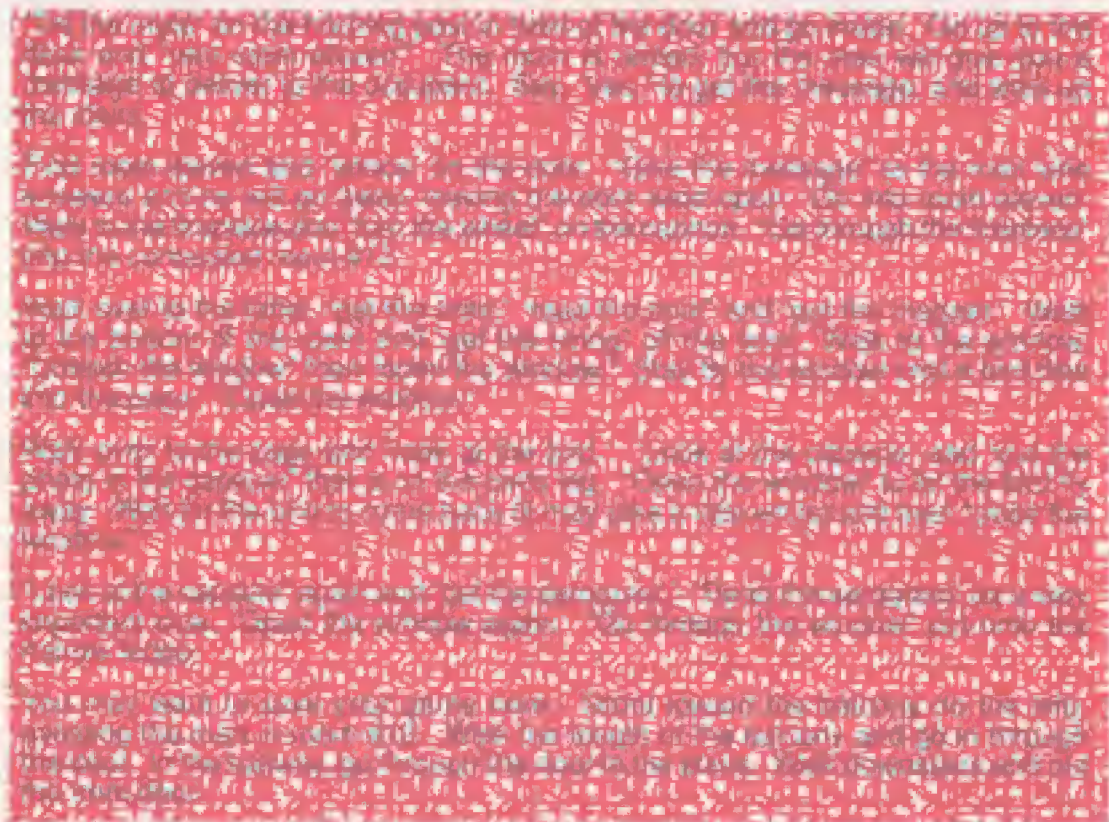
Return to Sutter's Fort. Go to the trading store where you bought the gold pan. Buy a shovel and a lantern with your California gold. Leave the store and walk off the bottom of the screen. Walk right, change screens. Continue right, changing screens, past the front gate until you see the blacksmith shop.

Walk into the blacksmith shop and "talk" to the man. "Yes," you are from Brooklyn, New York. Your name is Jerrod Wilson. Your brother's name is (as far as you know!) Jake. The blacksmith will give you a branding iron.

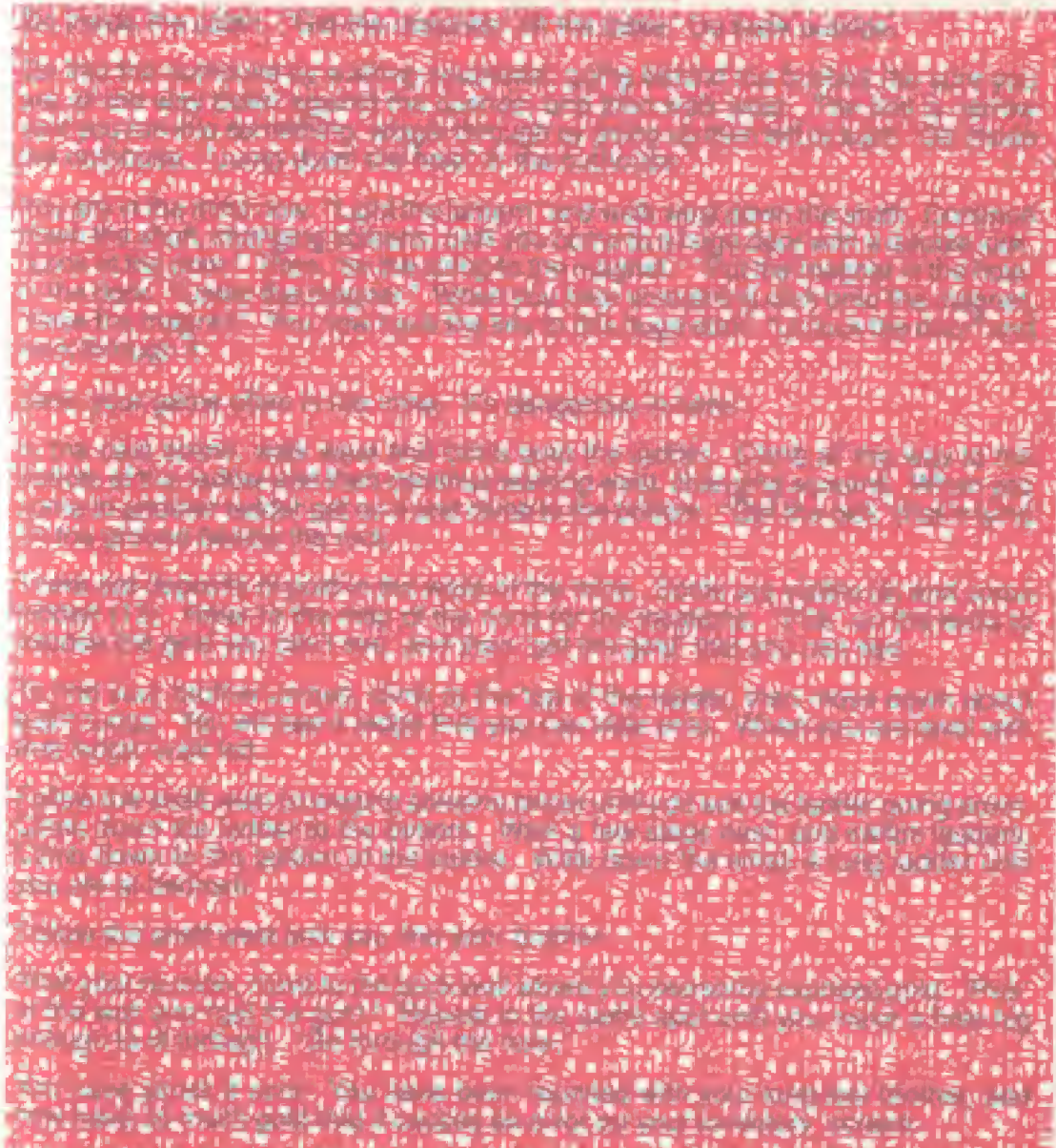
Leave the shop and walk down to the bottom of the screen. Walk right, change screens. Now you are near the gristmill. Go to the man leaning against the fence and "buy a mule." Give gold to the man. When the man brings it out to you, "get the mule." Walk left (changing screens twice) and return to the blacksmith shop.



Green Pastures Hotel



James' cabin and mine



The mule will follow you, but you may lose it if you aren't careful. The mule may not fit every where you do.

Enter the blacksmith shop. Go close to the fire and quickly "heat the iron." Catch the mule before you loose it and "brand the mule."

Go left, back to the front gate. Outside, you can see the entrance to the cattle area. Walk out through the front gate. When the screen changes you see a full view of the fort. Your position is marked by a tiny figure on the screen. Move to the door of the cattle area.

When you enter the corral, a man will take a description of your mule. Walk through the gate at the bottom of the screen. "Leave the mule" in one of these corrals. "Look at the brand" on each mule in these corrals. "Get the mule" that is trusty, high spirited and bears a special brand (looks like a horseshoe and a key). Leave the cattle area, and walk east.

Walk east along the American River. When you are 17 miles east of the fort you will see a tailrace. Continue east, following the road, past the sawmill and past the log yard, until you enter Coloma. At the intersection, walk south and then follow the road when it turns east. You are now in front of the Green Pastures Hotel.

"Tie the mule" on the hitching post in front of the door and go inside. Go up to the desk and "rent room eleven." The room is rented, but the man will give you a message to deliver to the occupant. Say, "yes," to get the message, and walk up the stairs.

Find room eleven and "knock" on the door. "Give the message" to the man who answers and he will go away, leaving the door wide open. Go into room eleven. Walk to the fireplace and "turn the wheel" on the cannon. "Go through the fireplace" into the concealed room #12.

Walk over to the table, "get the note," "read the note" and "get the magnet." Walk to the bottom of the room and "get the string" off the floor. Walk to the window. "Unlatch the window" then "open the window." Stay by the window until a bird flies into the cage. "Close the window."

Walk over to the cage and "look at the bird," "Look at the capsule" and "put the photo in the capsule" that is on the birds leg. "Open the window" to let the bird fly away. Wait for the bird to come back (it may take a little while) and then "close the window."

"Look at the capsule" again and "get the aerogram." "Read the aerogram" for a very important clue. Open the window again. "Go through the window" out onto the narrow ledge.

You may want to save your game here. Scoot toward the balcony (to the left), avoiding the man in room #13. Walk the length of the balcony and go in through the door. In the hallway, go through the door to the stairs. Walk downstairs and out the front door.

"Get the mule" from the hitching post, and head south being careful not to lose the mule. Make your way south until you are well out in the country (4 miles south of Sutter's Fort).

Consider the aerogram clue: As stubborn as our friend may be, just leave it to him and he'll lead you to me! "Follow the mule." When the mule starts to move, stay close to him and go where he goes. He will lead you to your brother's cabin.

Go inside the cabin. "Get the matches" off the table. Go back outside.

Go into the outhouse by walking southeast, going behind the bushes (be sure you are all the way down against the bushes) and then walk west. The trail is narrow so if you run into something, wiggle through by going up then left or such. Go inside the outhouse. "Jump down the hole" in the outhouse.

You are in the mine now. "Light the lantern" and walk west down the shaft. Continue down the shaft, changing screens, until you come to a huge door with a double lock. "Look at the door." Then, "tie the string to the magnet." "Put the magnet in the hole" in the door. "Lower the magnet." When you hear something click onto the magnet, "raise the magnet." You now have the key to this huge door. "Unlock the door" and walk through it.

Save your game often in the mine. It's dangerous in here!

In the next scene, walk west and climb onto the ladder. Climb all the way to the bottom of this ladder and then continue walking west, changing screens. When you come to another ladder get on it and climb to the bottom. "Get the pick" that is lying on the ground beside the rock.

There are deposits of gold in the walls of the mine. Some are visible (8) and some hidden (12). Refer to the map of the mine for the locations. "Pick" on the walls to expose the gold you can't see, and then "get the gold" that you can see.

To find your brother James, climb to the top of the ladder, then move down about eight rungs. You will see a ledge that you can walk onto. When you are level with that ledge, walk left.

Follow the shaft west (changing screens twice) until you see the ladder going down. Climb down the ladder to the bottom. Walk a few steps east, and switch ladders. Climb down to the bottom of the ladder. Walk down the small 4-rung ladder until you are at bedrock.

Follow the shaft west until you find your brother.

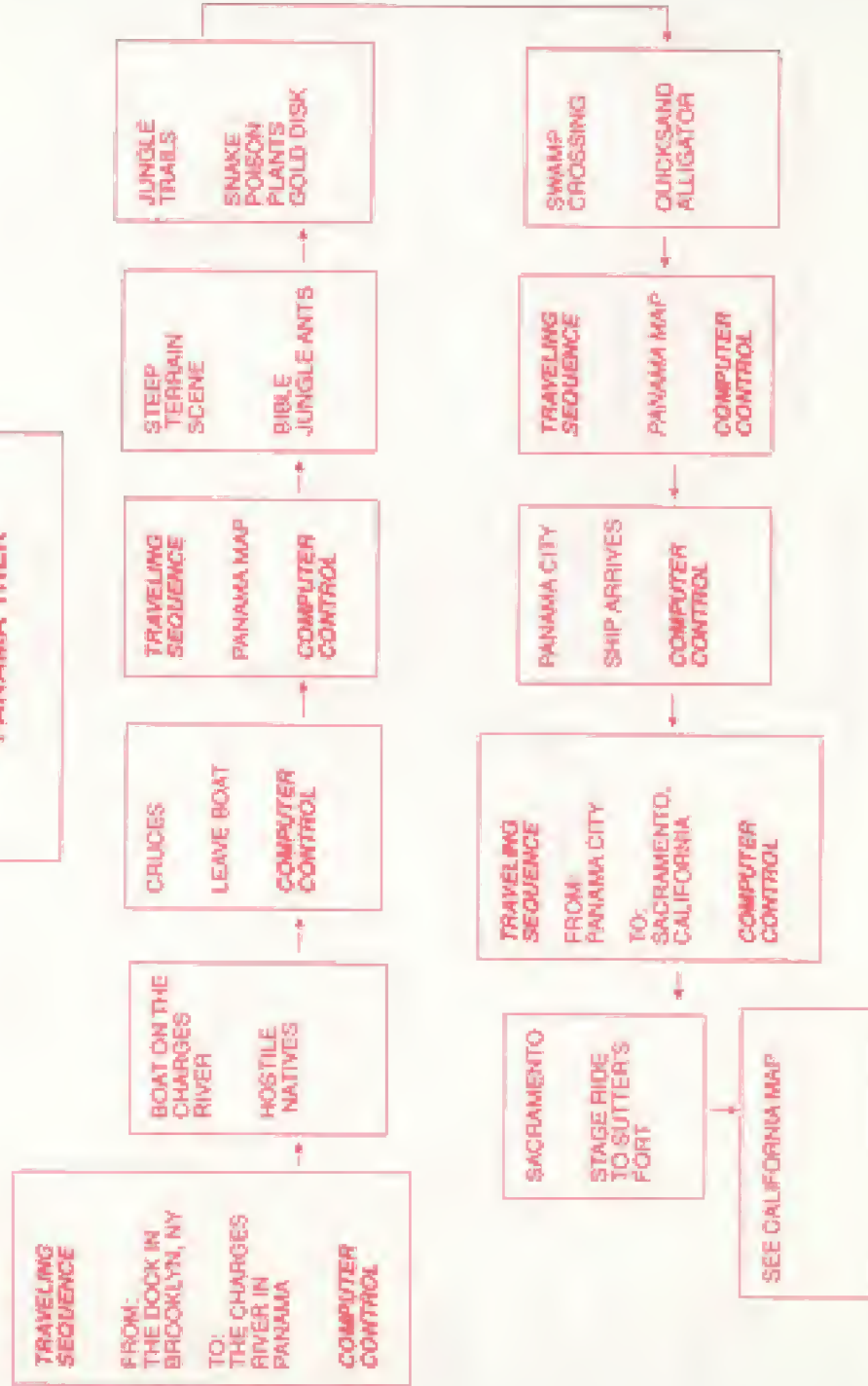
After your reunion, move to the back wall where you see some exposed gold. "Pick" at the wall and "get the gold." Repeat in the same spot until you make a hole big enough to fit through. "Go through the hole."

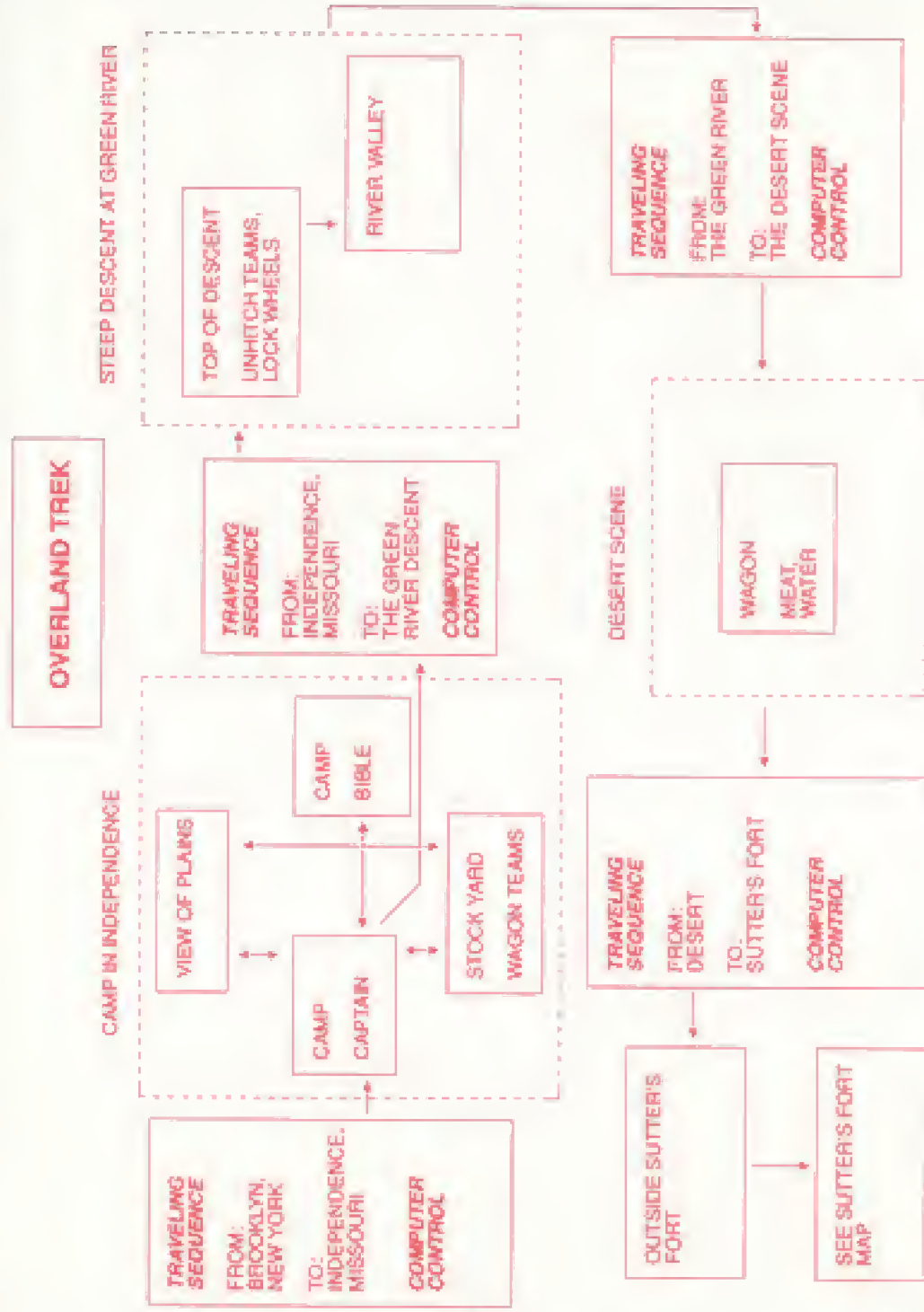
You have struck it rich!! You have been reunited with your long lost brother, and now have so much gold that it causes an error on your inventory screen.

BROOKLYN HEIGHTS, NEW YORK

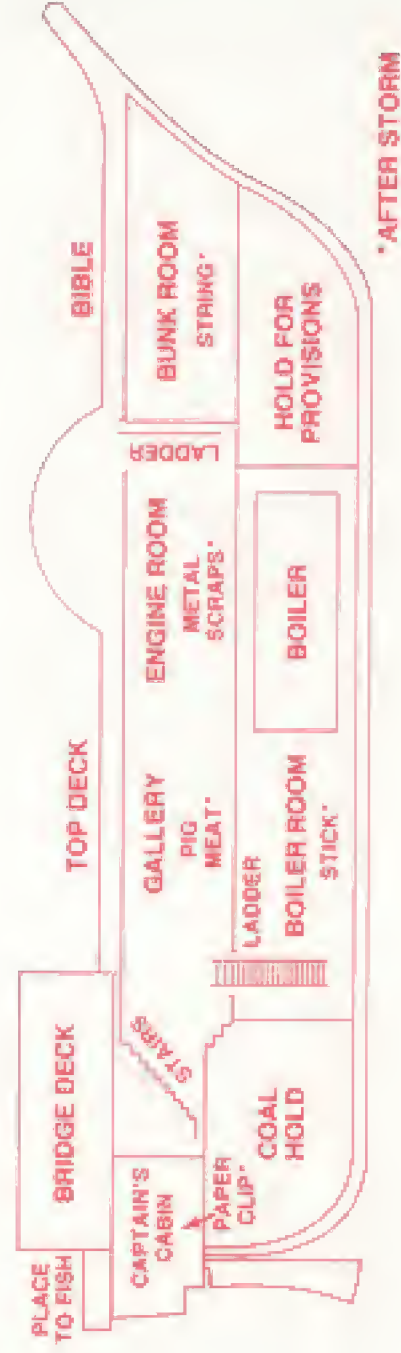


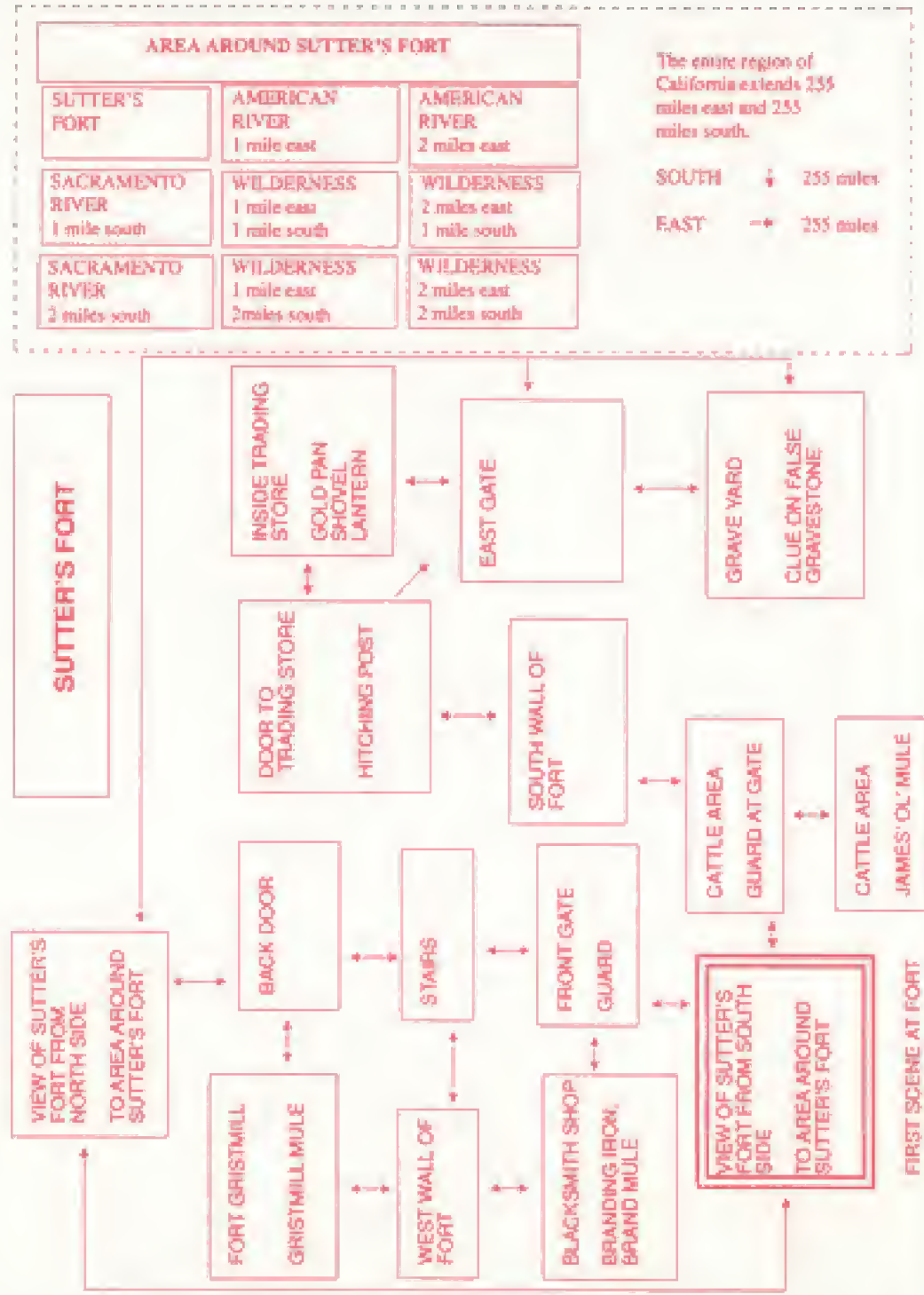
PANAMA TREK



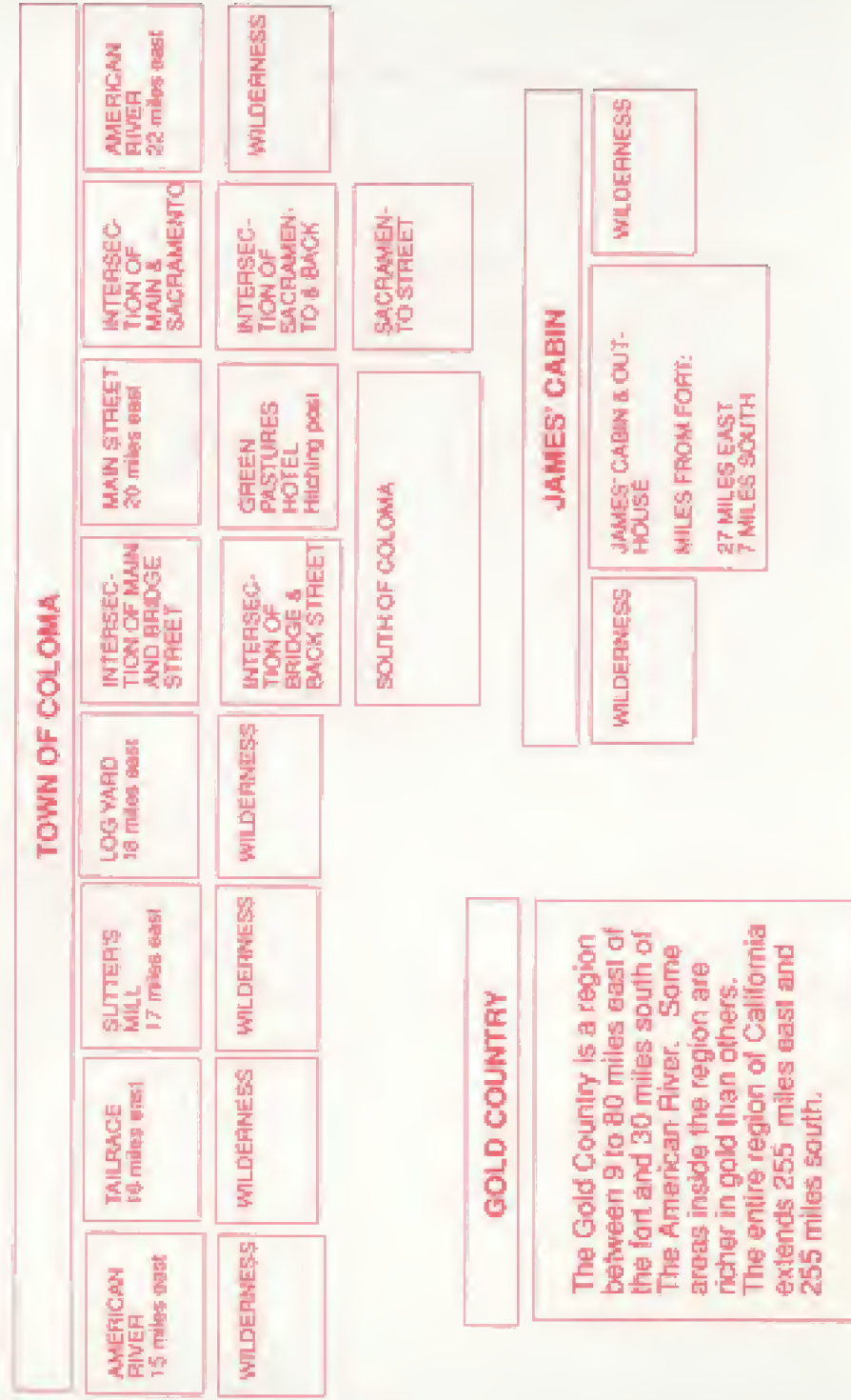


CAPE HORN TREK

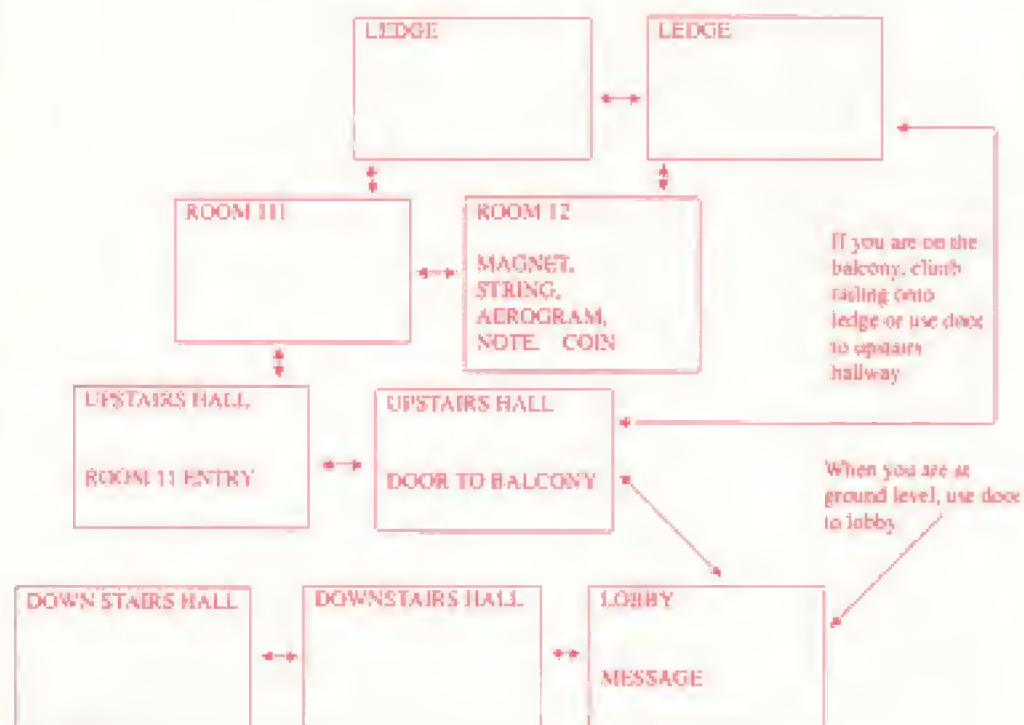




AREAS IN CALIFORNIA



GREEN PASTURES HOTEL



JAMES' CABIN AND MINE





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ADVENTURE
WINDOW

Place the red ADVENTURE WINDOW
over the red patterned areas in your
hint book to reveal the HIDDEN clues.